

Published and Copyright (c) 1999
All Rights Reserved

Atari Online News, Etc.
A-ONE Online Magazine
Dana P. Jacobson, Publisher/Managing Editor
Joseph Mirando, Managing Editor

Atari Online News, Etc. Staff

Dana P. Jacobson -- Editor
Joe Mirando -- "People Are Talking"
Michael Burkley -- "Unabashed Atariophile"
Albert Dayes -- CC: Classic Chips

With Contributions by:

Kevin Savetz
Carl Forhan
Remi Vanel

To subscribe to A-ONE, send a message to: dpj@delphi.com
and your address will be added to the distribution list.
To unsubscribe from A-ONE, send the following: Unsubscribe A-ONE
Please make sure that you include the same address that you used to
subscribed from.

To download A-ONE, set your browser bookmarks to one of the
following sites:

<http://people.delphi.com/dpj/a-one.htm>
<http://www.icwhen.com>
<http://almag.atari.org>
<http://homestead.dejanews.com/ssag>

Visit the Atari Advantage Forum on Delphi!
<http://forums.delphi.com/m/main.asp?sigdir=atari>

=~==~==

A-ONE #0119

07/09/99

~ People Are Talking! ~ JagFest '99 Video News ~ DEF CON 7.0
~ 810 Chip Set Fixed? ~ 'Joe' HTML Editor Out ~ Elly 1.2 Released
~ AOL, Koop Alliance! ~ Corel In Patent Suit ~ Mountain Out!
~ GTI's 'Driver' Ships! ~ Quake II for N64! ~ D2D Sample Player

-* Does The Media Cause Hacking *-
-* Acclaim Forms New PSX Developer Unit *-
-* 'Monster Truck Madness' 64 - First for MS! *-

=~::~~==

->From the Editor's Keyboard
"~~~~~"

"Saying it like it is!"

One of the few "good" things about returning to work after a couple of weeks of vacation is only having to work a shortened holiday week! I'll tell ya; it's hard to be back, at all. Thankfully, the really hot and sticky weather here in the Northeast has broken. My wife and I looked everywhere for an air conditioner for my study (a.k.a. The Sauna in Hell!), to no avail.

Since last week's issue was larger than usual; and the fact that this is a "short" week due to the July 4th holiday - this week's issue will not be jam-packed. We did get a number of positive responses to the Milan interview and Albert Dayes' column pertaining to hard drives. Thanks to Albert and Bengy Collins for those interesting pieces!

I don't have a lot to say this week as I'm still trying to get back into the swing of things with my "normal" routine. Additionally, if it appears that this week's issue arrives "late", it's because I joined my fellow former user group members on a night out to catch up on old times. This is happening on Friday, the night A-ONE hits the streets. It will all depend on when I finally finish the issue up. Regardless, you should be seeing this sometime Friday night.

Until next time...

D2D Background Player 2.26 Released

From: Remi Vanel <vanel@club-internet.fr>

A new version of my D2D sample Player for Falcon/Magic Mac is available on my web site: <http://tntmag.atari.org/download.htm>.

This is the 2.26 version with TTRam recognition and external clock support (untested).

>> The New Team association <<
TNT Mag Online:
<http://tntmag.atari.org>
or
<http://perso.club-internet.fr/vanel>

Vanel Remi, (K woul / TNT) vanel@club-internet.fr

Elly 1.2 Released

Richard Gordon Faika has released a new version of his MOD-Player Elly. It is completely GEM embedded and should run on every DMA sound supporting Atari. New in this release: bug fixes, optimizations and other changes.

<http://atari-computer.de/rgfaika/>
[This news item courtesy of <http://www.atari.org>
and Jan Daldrup - <http://xonline.atari.org>]

Mountain 0.90 Released

From: Remi Vanel <vanel@club-internet.fr>

Mountain version 0.90 is available on:
<http://tntmag.atari.org/mounted.htm>

Mountain is video editing software for all Atari >= 68030

With these new features :

- + It's now possible to set an intensity for all tracks
- + New rounded buttons
- + New effects "Rotation" and "Spiral"
(look at the end of the example)
- + New short-cuts for the viewer ('Enter', '0', '[Shift](', '[Shift]))'

Olympia 1.00 Released

From: Kevin Savetz <savetz@northcoast.com>

Durs Locher has released the first version of Olympia. Olympia allows you to control digital cameras via the serial port. It is a modern GEM application with all the bells and whistles. It should work with Agfa, Epson, Sanyo, Nikon, Sierra Imaging and probably Toshiba cameras as they use similar communication protocols. Olympia has been successfully tested with the following cameras: Olympus SR83, Nikon E900, Epson SR82, SR86. It costs about 50 Euro.

<http://melkor.unibe.ch:8080/evtheol/durs.locher.1/personel.html>

[This news item courtesy of <http://www.atari.org>
and Jan Daldrup - <http://xonline.atari.org>]

Joe 1.45 HTML Editor Released

From: Kevin Savetz <savetz@northcoast.com>

Joe, the HTML editor, version 1.45 is out now. It is available in English, German and French. The modules package (Joe's Good Tricks) has not

changed since version 1.42.

New since version 1.42 are, besides other things, the Kurzel feature known from the ASCII editor qed, including automatic expansion, a contextual menu (right mouse button click) and a ST-Guide help system. For download of any version and a table of changes, a description etc. see below; for downloading anything but Joe's Good Tricks, you can also visit the temporary site of Pierre Tonthat (author of the program):

<http://perso.club-internet.fr/ptonthat/>
<http://jhatlak.atari.org/english/joe.html>

=~::~~==

PEOPLE ARE TALKING
compiled by Joe Miranda
jmirando@portone.com

Hidi ho friends and neighbors. Another week has come and gone, and Mother Nature has done her best to wreck my wishes for a gradual build-up to summer. The Fourth of July weekend was a cast iron killer, and it has only now started to lighten up.

The more I delve into the world of the Pee Cee, the more I'm convinced that there is some sort of conspiracy to keep us busy with silly things rather than the issues we should be concerning ourselves with. In the past two weeks, I've been 'informed' five times while online that there were updates available for programs that I was using. I'd never visited their websites or contacted them by email (with the exception of Netscape) but they nonetheless knew that I had a <gasp> dated version of their software.

Just think about that... two weeks, four updates (five, actually. One program got updated twice). Updates are fine and dandy, but there was really nothing wrong with the versions I had. No conspicuous crashes (none that weren't directly attributable to Windows, anyway), no amazing new features, no conspicuous decrease in file sizes (now THERE's a revolutionary idea... the same program in LESS space on a PC!!!).

After observing this, I'm more convinced than ever that the ranks of the mindless two-legged sheep are growing. They graze wherever they find themselves and, on occasion, look up and startle themselves by noticing their surroundings. But don't worry, they usually just look back toward the ground and go back to grazing and feel that all is right with the world in short order. This is what's known as pacification (not to be confused with PacifiST, which I'm in the process of evaluating, by the way).

A program update might be a surprising event. But the effect wears off quickly. The new version gets taken for granted after a few short sessions. Don't be concerned. Another update will be along shortly to keep you entertained.

With the ever-increasing file sizes, I wouldn't be surprised to find

that these companies somehow get a 'piece of the action' when you download the updates. I have no idea of how, but I keep wondering.

While I'm mulling it over, let's take a look at what's going on with the UseNet.

From the comp.sys.atari.st NewsGroup
=====

John Gray asks:

"How does one upgrade the TT030's RAM when Atari only sent it out with a 4/4 configuration? Advice and strategies, please."

Theo Hopman tells John:

"See the TT030 homepage at <http://www.megacom.net/~q-funk/TT030/TT/> .

The best solution is probably the Aixit Magnum TT RAM card. See <http://www.systemsfortomorrow.com> who have it in stock at \$170 US. It uses standard FPM or EDO 72-pin SIMMs, and will handle up to 256MB.

A lower-initial-cost option is the Atari 4/16 meg TT RAM board. B&C Computervisions sells (or sold) them for \$100 US. It uses 30 pin SIMMs. If you're interested, I've got one sitting around, and \$100 Canadian will take it. Why am I not using it? It doesn't work with the 4meg SIMMs I have, although it does work with the 1meg SIMMs from my older, non-upgradeable TT RAM card. I'm not sure if it's the SIMMs or if it's my early-revision TT. Email me if you're interested."

Martin-Eric Racine adds:

"If you have the newer CA401059 ST-RAM card, it can be upgraded to 8 MB if you have proper hot-air desoldering tools and skills, for a total of 10 MB of ST-RAM (2 MB on motherboard, 8 on card).

The TT-RAM card is also upgradeable, but if you have the older CA 400312 card, it requires trace-cutting and more work than people would bargain for. The CA 401058 card already accepts 4 MB simms, you just have to change some jumpers.

Everything is documented in the Memory section of my homepage."

Paul Mac asks for help with using HotMail:

"I'm having problems logging in to hotmail. There is no error message from hotmail but when I press Enter I get a time-down and Transaction Failed error message.

I looked at the help pages and they mentioned SSL , does CAB support SSL?

A couple of months ago logging into Hotmail was fine with CAB.

Any help would be much appreciated."

Andy Blakely tells Paul:

"A couple months ago Hotmail started using cookies... and if you had

cookies turned off, you couldn't get in. I'm not familiar with CAB, but perhaps it doesn't support cookies?

For those who don't know what cookies are, I found this on the internet:
"Cookies are a general mechanism which server side connections (such as CGI scripts) can use to both store and retrieve information on the client side of the connection. The addition of a simple, persistent, client-side state significantly extends the capabilities of Web-based client/server applications."

Terry May tells Paul:

"[Does CAB support SSL??]... Nope."

Paul then asks:

"Does Dracnois support SSL? Accessing my hotmail account is vital. Is there anyway I can do this without resorting to a flamin' PC?

Why does everything have to get so complicated , SSL , cookies , biscuits , kit-kats , marsbars who invents these blasted things?!"

Martin "Nightowl" Byttebier tells Paul:

"YES, cab, in fact the ovl does support SSL at least if you use the cab-for-mintnet.ovl...

...install MiNT/MiNTnet and use the special SSL cab-for-mintnet.ovl

You can find this ovl at the Belgian ftp-site
ftp://193.190.204.128/atari/mint/www/cab-for-mint_ovl/ssl_18404.ovl.zip"

Katherine Ellis adds:

"CAB doesn't know about SSL or NOT, just displays html code "basically"
Now we are talking about the ovl. And yes, MiNTnet cab ovl does support SSL. But of course, none of you use MiNT, so you wouldn't know.

Most people here are denying the directions Atari Corp was going. Remember, as always, Atari Corp always was ahead of their times, MiNT starts to prove ONCE again this theory."

While we're on the subject of internet problems, Djordje Vukovic posts:

"I have just unsuccessfully tried to find some earlier messages in Atari newsgroups on Dejanews. I have tried it both via Hallvard's Launchpad and directly, and in both cases I get the message in CAB that the Dejanews "server does not respond".

Does anybody have problem contacting Dejanews news database? Has the URL changed? Maybe I have missed some info on that item, as I was out of touch with newsgroups and Internet in general for a couple of months. Can somebody help, please?"

Liam Busey comes to the rescue and tells Djordje:

"Dejanews recently renamed themselves Deja. Along with a new website they also changed their URL to <www.deja.com>. Otherwise it's pretty much the same."

Louis Holleman asks for help with his new hard drive:

"well, today I finally got my replacement for the differential SCSI IBM-0662 drive, a Seagate ST 12400N drive. 2 Gigs, hooked it up, partitioned it and finally I have some space to breathe in... :-)

Next Q of course is: who knows about the jumpers on the front side. Those on the side I suppose to be the ID ones. But the row on the front...

None of them is jumpered, the drive works fine, can autoboot but nevertheless I'd like some info.

And tomorrow I'll get this Mega-STe, and with it a (hopefully) nice working keyboard so I can replace the TT one that won't let me use the "l" key properly, and has a degrading spacebar, m-key and the "ENTER" thing stopped working some months ago...(Am I glad there's a separate "RETURN" key...)

Next job is repairing the mylar on the TT-kbd... I'm not looking forward to that one!"

Martin Graiter asks Louis:

"Differential SCSI on the Atari? Isn't differential 12 Volts?"

Louis tells Martin:

"Nope: differential is different... all lines double and the layout on 50 or 68 pin connectors completely different. Usually used in mainframe systems. If you want to use it on a regular SCSI bus you need adapters at US\$ 500 each..."

You missed that part of the story, but quite some months ago I purchased an IBM 0661 SCSI-2 disk, didn't manage to get it to work and consequently sent it back to the vendor. I got a replacement drive, being an 0662 type, which turned out to be differential SCSI. No go on the bus. So I sent that one back too, phoned the guys about a dozen times and yesterday (hurray) the postman delivered a parcel containing a Seagate ST12400N 2 gig drive. Works flawlessly, is autobooting and thank God I have some diskspace again (at 3.7 gigs now I wonder for how long).

Meanwhile I picked up a Mega STe, swapped the keyboard with my TT one so at last I can type again normally, without using CTL-V to create an "l", the m-key, spacebar and Enter stuff work OK again. Next job is upgrading the mylar on the old keyboard... which now sits on the Mega STe.

The Mega came with a 40 meg Seagate, partitioned into 4 (!) parts, with AHDI so much on it. I wiped out the whole contents, removed AHDI, repartitioned into 2 parts and now I boot from the external SCSI drive with Hushi. The Seagate boots by means of Hushi on the SCSI drive, and since it has ID 0 I use the C-partition to boot from... no probs at all.

Drats, I just missed a cheap TT with 6 megs, no HD, incl. VGA monitor... would have been a nice spare parts machine."

Don Schoengarth posts:

"Since I cant find out how to install a second drive into my TT on the net I need some help.

TT terminated	
IBM WDS-3160	NOT terminated
Quantum 160	Terminated

Martin-Eric Racine tells Don:

Second, termination. Typically, the internal drive `_should_` be terminated, plus the last external device on the SCSI chain also.

Well folks, that's it for this week. Tune in again next time around, same time, same station, and be ready to listen to what they are saying when...

$$= \sim = \sim = \sim =$$
$$= \sim = \sim = \sim =$$

The Awesome Force of QUAKE II Launches onto the Nintendo 64

Get ready to experience the adrenaline-pumping force of QUAKE II on the Nintendo 64 when the game hits more than 10,000 retail outlets throughout the United States and Canada the week of June 28, 1999. QUAKE II for the N64 delivers heart pounding, non-stop action as players carry out reconnaissance missions deep within enemy territory. Executive produced

and directed by Id Software Inc. and distributed by Activision, the title will carry a suggested retail price of \$59.95.

''QUAKE II delivers a powerful new gaming experience to the Nintendo 64 with its action-packed gameplay and multi-player mayhem," stated Mitch Lasky, executive vice president, Activision Studios. ''The game's killer effects, stunning graphics, new levels and increased multi-player capabilities make this a must have title for QUAKE fans and newcomers alike."

''QUAKE II for the Nintendo 64 proves as gut-wrenching as the PC version," stated Todd Hollenshead, CEO, id Software. ''With eye popping new levels and the utter insanity of QUAKE's legendary multi-player experience, QUAKE II is as intense as it gets."

In QUAKE II, the future of humanity is at stake as earth launches its final assault against alien aggressors. As a Special Operations Space Marine, gamers are sent in to infiltrate and destroy the aliens' heavily fortified military installations. As they carry out their reconnaissance, players must dodge enemy fire, crawl through shafts, navigate through murky water and explore the dangerous shadows of moody, immersive 3D environments in an attempt to obliterate the enemy.

As they blast their way through 19 mission-based levels designed specifically for the N64, players are pitted against an array of vicious enemies -- from the cybernetic Gunner to the deadly Tank -- that relentlessly hunt them down. Gamers can arm themselves with an arsenal of powerful weapons, including grenade launchers, hyperblasters and railguns, to deliver mortal blows the flesh-hungry monsters.

Developed by Raster Productions, QUAKE II features wicked multi-player capabilities allowing two to four players to compete head-to-head. Gamers can play against up to three of their friends in Deathmatch, FragTeams, FlagWars or DeathTag. Each game has its own unique rules, scoring, and method for winning. Any of the multi-player games can be played with two to four players in any of the ten specially designed multi-player arenas.

Now You are the Wheelman! GT Interactive and Reflections
Ship One Million Units of 'Driver' Worldwide

In one of the largest and most anticipated launches in company history, GT Interactive Software Corp. has shipped one million units of the PlayStation game console version of Driver worldwide.

Developed by Reflections, a GT Interactive internal studio, Driver has just released in the U.K. where it instantly skyrocketed to number one on the sales charts. Following that lead, several U.S. retail outlets, which have begun receiving shipments, have already reported sell-outs within as little as five minutes.

Driver's launch is being supported by a comprehensive multi-million dollar marketing campaign. The company's high-energy TV spot, featuring Antonio Fargas a.k.a. Huggy Bear from Starsky and Hutch, premiers July 12 on national cable and syndication and runs until September.

''We are pleased with the preliminary feedback from retail, and are expecting even greater impact once the game reaches full distribution and

the TV spot airs," said Tony Kee, Director of Marketing for GT Interactive. "We anticipate Driver becoming one of our cornerstone franchises for many years to come."

Driver has already garnered praise from leading mainstream and industry publications:

- o "Buy it!" Maxim, July/August 1999;
- o "...a wild ride that gamers won't want to miss" GamePro, June 1999;
- o "...one of the more memorable PlayStation driving experiences" PS Extreme, May 1999;
- o "Though its impressive physics and eye-popping graphic effects are almost worth the price of admission alone, Driver's innovative gameplay should give it a leg-up on traditional driving games" PC Gamer, February 1999.

Driver for the PlayStation is currently available at a suggested retail price of \$49.95, while the PC version is scheduled for September. Additional information regarding Driver can be found at <http://driver.gtgames.com>.

Take-Two Interactive Software, Inc.'s Rockstar Games to Release Microsoft's Monster Truck Madness 64 for Nintendo 64 On July 30

First Ever Microsoft Gaming Property to be Released On a Video Game Console

Rockstar Games, the high-end console division of Take-Two Interactive Software, Inc., announced that it has begun manufacturing Microsoft, Inc.'s Monster Truck Madness 64 for the Nintendo 64. The title, the first ever Microsoft property to be released on a video game console system, will be released as scheduled on July 30th of this year.

Monster Truck Madness 64 was developed by Edge of Reality, Inc., and based on the popular Microsoft PC franchise, Monster Truck Madness, which has sold over 500,000 copies to date. The game utilizes the two driving modes available in the PC version of the game, while adding five new game modes and a host of new features that further exploit the multi-player capabilities of the Nintendo 64 system. The game features many of the world's most famous Monster Trucks, including BIGFOOT and The WCW/nWo WrestleTrucks. A national television advertising campaign will run throughout August, featuring two of the WCW wrestlers whose trucks are featured in the game.

Monster Truck Madness 64 is the first Nintendo game released by Take-Two's Rockstar Games, with more titles to follow later this year.

"We are hopeful that Monster Truck Madness 64 will follow the retail success of Microsoft's PC Monster Truck Madness games, and become one of the strongest selling Nintendo 64 games of the summer," said Sam Houser, President of Rockstar Games.

Ed Fries, General Manager of Microsoft's Entertainment Business Unit, commented, "This is the first time any Microsoft title has been released

on a console system, so it is a very exciting event for us. Rockstar has produced an excellent Nintendo 64 title, which will help expose our franchise to a new gaming audience."

Acclaim Forms New PlayStation Development Powerhouse

Acclaim Entertainment announced the formation of a new studio, Acclaim Studios Stroud (UK), comprised of top creative talent in the PlayStation development arena. Former Psygnosis teams join the Company further strengthening Acclaim Studios' formidable internal development resources and provide additional backbone to the commitment on building its PlayStation portfolio.

"Our internal development is one of the key strengths of our organization generating more than 68 percent of our revenues and growing," said Greg Fischbach, co-chairman and CEO, Acclaim Entertainment. "The newly added Stroud studio is the perfect fit as we ramp-up our product development for the PlayStation and its successor over the next 12 months. Stroud's significant experience developing for the platform will help us do just that."

The new studio, which consists of 26 former Psygnosis employees, is formed from one of the premier development houses for the PlayStation platform. As Psygnosis, the studio was responsible for some of the PlayStation's significant titles including G-Police, G-Police 2, and other titles. With the formation of the new studio, Acclaim adds a talented core of game designers, artists, programmers, and engineers that will help realize Acclaim's desire to build one of the strongest internal creative force in the industry. The new studio will be headed by Harvey Elliott, formerly Acclaim's Director of Product Development, Europe.

"We are extremely pleased to be joining Acclaim Studios," said Neil Duffield, Director, Acclaim Studios Stroud. "The ability to draw from and contribute to the pool of technology and digital assets stemming from all of the studios worldwide is an exciting prospect. We look forward to creating the next great PlayStation games under our new label."

In the coming weeks, Acclaim will announce additional information regarding Acclaim Studios Stroud.

$$= \sim = \sim = \sim =$$

```
->A-ONE Gaming Online      -      Online Users Growl & Purr!
   u u u u u u u u u u u u u u u u
```

JagFest '99 Video Orders Now Being Taken!

It will still be several weeks before the video is finished, but I am accepting pre-orders now, so I can accurately plan for how many tapes, mailers, etc. I will need.

The JagFest '99 video will include:

- * Live footage from JagFest '99
- * Brief interviews with a number of well-known Atari fans, like Kevin Manne, Clay Halliwell, Scott Walters, and more
- * Direct video feeds of Protector, BattleSphere, Skyhammer, Soccer Kid, Hyper Force, and a few other unfinished goodies...
- * Direct feeds of rare 2600 games like Edtris and Oyston

The cost of the video will be \$19.95 plus shipping (\$3.20 in the USA). Please fill out the order form on <http://songbird.atari.org> and include this form with your payment. Also, email me if you have not done so already to reserve your copy.

I will post updates to this list as I make progress on the video. Feel free to ask any questions.

Thanks,

Carl Forhan
Songbird Productions
JagFest '99 - <http://jagfest.atari.org>

=~::~~::~=

A-ONE's Headline News
The Latest in Computer Technology News
Compiled by: Dana P. Jacobson

Does The Media Cause Hacking?

Could the media be the cause of the recent rash of hacker outbreaks? The answer may come at DEF CON 7.0, the world's biggest hacking spectacle, which kicks off this coming weekend.

DEF CON, an annual strange brew of security experts, law enforcement officials, hackers and, yes -- "The Media" -- descends upon Las Vegas this Friday.

The event will be televised. It will also be streamed on the Web, reported upon for newspapers and Web sites, and written about in magazines for months to come.

And all that attention has some media analysts questioning whether the media's coverage of hacking and cyber vandalism promotes more of the same.

"Every step in the evolution of hackers, the media has gotten the story wrong," said Jon Katz, a media critic with Slashdot.org and Wired Magazine.

"When the media uses the term 'hacker,' they are really talking about vandals. It doesn't help that the media falls into the trap every time."

Graffiti on the NetOne indication of the media's effect on hacking: Such unwelcome Web intrusions, at least anecdotally, are on the rise.

Boston-area security consultant B. K. DeLong says there have been more than 1,300 incidences of Web-page defacements so far this year (he only began tracking the number of hacks late last year).

They're certainly gaining in prominence: Several Web site hacks, including the WhiteHouse.gov, Senate.gov and Army.mil, were covered extensively by major media such as CNN and the New York Times, as well as by the electronic media, including ZDNet subsidiary ZDNN.

Whether you call them cyber vandals or hackers, they have the run of the Web, said DeLong.

"I personally think that 75 to 85 percent of sites are hackable," he said.

DeLong believes that if hackers leave these sites alone, it stems more from fear of potential legal repercussions than problems breaking in.

One old-school hacker agrees that media publicity and the notoriety it guarantees keeps the hacks coming. Like Katz, he doesn't view page defacements as hacks.

"Web-page defacing is not hacking," said Space Rogue, a long-time hacker.

Hackers have traditionally plied their trade in part to gain knowledge about computer systems. In a Web page defacement, "there is really little knowledge gained [about the network], and no other motives besides fame."

Space Rogue works with the security group L0pht Heavy Industries and runs the Hacker News Network, an underground information site.

Members of the Keebler Elves, a cybergang that hacked the National Oceanographic and Atmospheric Administration's Storm Prediction Center site last week, disagree.

"Defacing a site to me is showing the admins, government [and others] that go to the site that we own them," wrote "soupnazi," one of the founding members of the Keebler Elves, in a chat with ZDNN. "They wouldn't even know we were in [their systems], if we didn't deface [them]."

Only when they want to send a message do they deface a page, soupnazi said.

"I've told the Keebler members that I'm not a big fan of defacing pages," he said. "I'd rather have root [complete access] to someone's account."

Another hacker, who claims responsibility for the Army.mil defacement, also defended the tactic. "Messages can be gotten across, if you hit the right machines," said "tledown" in a chat with ZDNN.

The hacker theorizes that the seeming increase in defacements is partially due to media coverage, which he thinks makes more kids want to learn to hack.

But he also thinks that gaping security holes are part of the problem.

For example, the Army.mil attack came through a known hole in the security of a Web server tool, Allaire Corp.'s ColdFusion. Though a patch is

available, and L0pht says it informed the Army of the weakness in its security, the Army failed to update all its servers.

But not everyone thinks Web defacement is necessarily bad.

Alex Fowler, director of strategic initiatives at the cyber-rights organization Electronic Frontier Foundation, does not advocate hacking, but stresses that there can be valid reasons for graffiti.

Fowler paraphrased an African-American woman who attended a recent EFF panel on public spaces in cyberspace, saying, "Graffiti is about a space for the disenfranchised to cry out and inform those around them, even when anonymity has been forced upon them."

He added that graffiti -- cyber and otherwise -- is visible to those who may not agree with the sentiments involved, unlike a Web page.

"Building AOLsux.com only preaches to the choir," he said. "You are not actually talking to the people who like AOL or the ones that have not thought about the issue."

Slashdot's Katz believes there is no danger in the defacements, and hardly any reason for media coverage.

In fact, he blames journalists for confusing vandals with hackers, and turning them into Orwellian villains.

"Ever since the end of the Cold War, law enforcement and the media have been short of bad guys," he said.

"The people that the media calls hackers have done very little damage to the Net," he said. "They are kids that like to show anonymous power. To make them into a serious menace, a danger to society, is ludicrous."

Intel Issues Fix For Another 810 Chip Set Glitch

It's not good timing.

Intel Corp. confirmed today it has delivered to OEMs a fix for another glitch with its 810 chip set for Celeron-based PCs.

The glitch -- or erratum, as Intel calls it -- can cause the chip set's real-time clock to display incorrect date and time, officials said.

The real-time clock, which is a part of the chip set, updates the time once per second, but during the update alerts the system that it is doing so. Because of the erratum, a signal that is supposed to be sent from the clock alerting the rest of the system it is busy may not get sent. As a result, incorrect data can be displayed.

"If it occurs, it may result in invalid data being read in the date and time display fields of the real-time clock," said Intel spokesman Dan Francisco. "However, the actual values themselves wouldn't change."

Some applications get their time information from the real-time clock, which also supplies timing information to a PC's BIOS software.

The fix consists of updated BIOS software, which ensures that a system knows the clock is being updated. As a result of the glitch and its resulting fix, which OEMs are in the process of implementing, some 810-based products may be delayed.

The reason? OEMs are concerned that the glitch could be picked up by some year 2000 testing tools, which would list an affected PC as non-Y2K compliant, sources said. Intel, however, lists the chip set as a compliant product.

For OEMs like Dell Computer Corp., it's better to err on the side of caution than to send customers into year 2000 compliance frenzy.

"We are taking some extra due diligence due to this erratum," said Dell spokesman John Thompson. "Regardless of the real or imagined issue with the real-time clock, because of year 2000 ... people are more sensitive to timing issues."

The fix may delay Dell's new 810-based Dimension desktop PC, announced June 15 and expected to ship in late July, by a few weeks.

Last month, Intel had to address a glitch that could cause a system to hang if a Pentium III processor and the 810 chip set were put together.

Software Maker Corel Draws Patent Lawsuit

Canadian software developer Corel Corp. has been hit with a lawsuit by Advanced Software Inc. of California that alleges word processing patent infringement.

Ottawa-based Corel, which develops graphics and office automation software, and the U.S. unit of Anglo-Dutch joint venture Reed Elsevier Inc. are being sued by Advanced Software, which claims Corel's WordPerfect software Reed Elsevier's CompareRite infringe on its patent.

Advanced Software said a 1989 patent and 1998 patent reissue cover an invention by employee Cary Queen that allows the comparison of documents in original and modified versions in split-screen format.

"Our lawyers have been served," said Corel spokeswoman Nicole Sanford. "They're just reviewing the complaint right now."

Neither firm named in the suit yet has filed a reaction, said a spokeswoman from the U.S. District Court in Wilmington, De., where the suit was filed June 16.

Nutmeg Securities Ltd. analyst Jean W. Orr said she understands the suit may refer to a feature that allows the comparison of two legal documents with different wording.

"This is a feature that WordPerfect has had for several versions now," said the analyst, who has followed Corel for several years.

Reed Elsevier, a joint venture of Reed International and Elsevier N.V. which operates the online LEXIS-NEXIS information service, is targeted in the suit for its software program CompareRite.

In its complaint, Advanced Software is seeking unspecified damages, legal fees, and asking the court to stop Corel and Reed Elsevier from using the technology.

History shows that victory with software patent lawsuits is extremely difficult, said Mark Pavan, software analyst at Yorkton Securities in Toronto. "For every example of a successful lawsuit affecting the operations of a company, there are 50 examples of where it hasn't," he said.

Despite a spate of high-profile lawsuits slapped on Corel over the last year, analysts who follow Corel were largely unaware of the Advanced Software action.

Corel stock made gains Friday markets, likely buoyed by upcoming initial public offerings for firms such as Red Hat Software Inc., which also support the free Linux operating system.

Corel stock closed Friday at C\$6.65, up C\$1.05, on the Toronto Stock Exchange in heavy trade. On Nasdaq, the stock rose 75 cents to close at \$4.56.

(\$1-\$1.46 Canadian)

AOL, Koop in \$89 Million Alliance

In a move to expand its reach, the Internet health care site led by former Surgeon General Dr. C. Everett Koop agreed Tuesday to pay \$89 million to form an alliance with America Online Inc., the dominant provider of Internet access.

The four-year agreement gives AOL a link to a widely respected name in medicine and an opportunity to buy stock in one of the most popular Web health sites, drkoop.com. The deal gives drkoop.com a chance to build up advertising and electronic sales through AOL's millions of users.

The deal between drkoop.com and AOL is not exclusive; drkoop.com also is found on the GO Network, owned by The Walt Disney Co.

Still, investors cheered the announcement, bidding up the stock of drkoop.com by 56 percent and sending AOL shares rising almost 5 percent.

Even with the reach of AOL and its CompuServe and Netscape Netcenter brands, however, some analysts wondered whether the health care service would be able to produce enough business to meet the four-year schedule for paying AOL \$89 million.

AOL will sell ads for drkoop.com, which, like many Internet ventures popular on Wall Street, has yet to turn a profit. The company lost \$4.1 million on revenue of \$404,000 in the three months ended March 31.

Even so, health care is a \$1 trillion industry and more consumers will look to the Internet for help and savings, said Donald Hackett, president and CEO of drkoop.com.

"We believe this partnering enables us to reach critical mass," Hackett said.

Visitors to Koop's site can get information on a range of products and services such as insurance, interactive support groups, vitamins and drugs.

"More and more people are turning to the Internet for health information," AOL spokesman Tom Ziemba said, adding that Koop is the most "widely recognized and trusted" voice for this information.

The primary competition will come from Healtheon, which recently bought WebMD. Microsoft Corp. (Nasdaq:MSFT - news) has pledged to invest \$250 million in the new venture.

Although Internet health care ventures have unlimited potential because the market applies to everyone, it remains to be seen whether the public will flock to drkoop.com and other such sites, said Emily Meehan, an analyst with the Yankee Group in Boston.

"There's been a lot of hype," she said. "But right now, two-thirds of American homes are not using the Internet.

The question is whether drkoop.com will be able to generate the revenue needed make its payments to AOL, Ms. Meehan said.

Retail sales over the Internet have expanded rapidly, but the sale of health products by computer is still relatively untested and is considered an emerging market, she said.

"The opportunity is certainly there," Ms. Meehan said.

Koop, 82, who has a 7 percent stake in the company, spent seven years as surgeon general in the Reagan and Bush administrations.

Shares of drkoop.com, which began trading early last month, rose \$13.25 to close at \$36.87 1/2 Tuesday in heavy trading on the Nasdaq Stock Market. AOL was up \$5.683 3/4 to close at \$120.933 3/4 a share as the most active issue on the New York Stock Exchange.

=~==~==

Atari Online News, Etc. is a weekly publication covering the entire Atari community. Reprint permission is granted, unless otherwise noted at the beginning of any article, to Atari user groups and not for profit publications only under the following terms: articles must remain unedited and include the issue number and author at the top of each article reprinted. Other reprints granted upon approval of request. Send requests to: dpj@delphi.com

No issue of Atari Online News, Etc. may be included on any commercial media, nor uploaded or transmitted to any commercial online service or internet site, in whole or in part, by any agent or means, without the expressed consent or permission from the Publisher or Editor of Atari Online News, Etc.

Opinions presented herein are those of the individual authors and do not necessarily reflect those of the staff, or of the publishers. All material herein is believed to be accurate at the time of publishing.